ABSTRACT

A gaming system includes a hard disk drive for storing applications and other data. The hard disk drive has multiple regions for storing different types of data. Each application executed on the gaming system has an associated storage area on the hard disk drive. A console application executing on the gaming system prevents a particular application from accessing data in an area of the hard disk drive that is not associated with the particular application. The gaming system also maintains a list of recently used nicknames to simplify entry of nicknames by a user of the gaming system.